ABSTRACT

A unified architecture for a multipoint VC session and interactive broadcasting system is provided that includes a server, one or more video accessing points, reflectors and client machines. The server sets up the video communication sessions (VC sessions), each of which is

5   hosted by one video accessing point. The server downloads the A/V client software to client machines. Reflectors direct audio/visual signals to client machines. The reflectors are coupled to the video accessing point and receive a control signal from the video accessing point in order to direct the A/V signals from the client machines participating in the VC session. The client machines process all of the A/V signals. This system for distributing the VC session tasks across

10   these components reduces any bottleneck effect from using a single, central control point to direct the VC session and route the A/V signals. The server, also, serves as a ticket agent, and is configured to issue and redeem tickets for specific VC sessions and broadcasts through the use of a session booking module. Finally, the downloading process of the A/V client software prevents software incompatibility among participants and enables low storage devices such as handheld

15   devices to participate.